

Amendments to the Claims:

The following listing of claims will replace all prior versions, and listings, of claims in the application:

1. ~~(Currently Amended) Game information for causing an apparatus similar to a computer to function,~~An image generating method performed by an apparatus including a processor, the apparatus connected to an input system, the input system comprising:
 - a tablet using an electromagnetic induction method; and
 - a formed object incorporating a coil for performing predetermined communication using an electromagnetic induction method when placed on the tablet, and a memory for storing identification information on the formed object, so that, when the formed object is placed on the tablet, the apparatus obtains from the input system a placed position and a direction on the tablet, and identification information on the formed object,
 - ~~wherein the apparatus is caused to function as:~~the method comprising:
 - ~~a change detecting unit for~~ detecting a change of the placed position and the direction obtained from the input system;
 - ~~a selecting unit for~~ selecting character information corresponding to the identification information obtained from the input system out of a plurality of character information, each of which includes image information on a character imitating a figure of the formed object and is associated with the identification information on the formed object;
 - ~~a correlating area setting unit for~~ setting discretionarily a size of a ~~correlating~~two-dimensional movement area correlating with a placement detectable area on the tablet, and setting ~~a position of the correlating~~the two-dimensional movement area in a game space;
 - ~~a character control unit for~~ controlling a display position of the character by disposing the ~~character,~~character imitating the figure of the formed ~~object in the~~object in a

position of the ~~correlating~~ in the two-dimensional movement area correlating with the placed position of the formed object in the placement detectable area according to the selected character ~~information selected by the selecting unit, and for~~ information, and controlling the character to perform an action according to a predetermined action pattern when the detected change ~~detected by the change detecting unit~~ satisfies a predetermined condition; and

~~an image generating unit for generating an image of the game space including~~ the whole correlating area so that the character is displayed regardless of the size of the ~~correlating~~ two-dimensional movement area and regardless of where in the placement detectable area a player places the formed object.

2. (Currently Amended) The ~~game information~~ image generating method as claimed in claim 1, the method further comprising:

determining a direction in the game space correlating with a direction of the formed object obtained from the input system according to a correlating positional relationship of the placement detectable area and the two-dimensional movement area,

~~wherein the character control unit disposes the character, imitating the figure of the formed object placed on the tablet, at a~~ controlling the character includes disposing the character at the position in the ~~correlating~~ two-dimensional movement area correlating with the placed position ~~obtained from the input system with the direction obtained from the input system with reference to the correlating area in the determined direction.~~

3. (Canceled)

4. (Currently Amended) The ~~game information~~ image generating method as claimed in claim 1,

~~wherein the correlating area setting unit comprises a first size variable unit for~~ setting the size of the ~~correlating area in the game space,~~ two-dimensional movement area

~~includes setting the size of the correlating two-dimensional movement area set according to the selected character information selected by the selecting unit.~~
information.

5. (Currently Amended) The ~~game information~~image generating method as claimed in claim 1,

wherein ~~the correlating area setting unit comprises a second size variable unit for setting the size of the correlating two-dimensional movement area in the game space,~~
includes setting the size of the correlating area set two-dimensional movement area according to game progress.

6. (Currently Amended) The ~~game information~~image generating method as claimed in claim 1,

wherein the formed object comprises a pressure detecting part embedded therein for detecting pressure applied thereto from the outside thereof,

the input system comprises a detecting unit for detecting the pressure detected by the pressure detecting part with predetermined communication,

~~the apparatus obtains~~the method comprising:

obtaining from the input system the pressure detected by the detecting ~~unit,~~unit; and

~~the character control unit controls~~controlling motion and movement of the character based on the pressure obtained from the input system.

7. (Currently Amended) ~~Game information for causing~~An image generating method performed by an apparatus similar to a computer to function,
including a processor, the apparatus connected to an input system, the input system comprising:

a tablet using an electromagnetic induction method; and

a printed matter, which has a character picture printed on the printing surface thereof, incorporating a coil for performing predetermined communication using an

electromagnetic induction method when placed on the tablet, and a memory for storing identification information on the printed matter, so that, when the printed matter is placed on the tablet, the apparatus obtains from the input system a placed position and a direction on the tablet, and identification information on the printed matter,

~~wherein the apparatus is caused to function as:~~ the method comprising:

~~a change detecting unit for detecting a change of the placed position and the direction obtained from the input system;~~

~~a selecting unit for selecting character information corresponding to the identification information obtained from the input system from a plurality of character information, each of which includes image information on the character printed on the printed matter and is associated with the identification information on the printed matter;~~

~~a correlating area setting unit for setting discretionarily a size of a correlating~~ two-dimensional movement ~~area correlating with a placement detectable area on the tablet, and setting a position of the correlating~~ the two-dimensional movement ~~area in a game space;~~

~~a character control unit for controlling a display position of the character by disposing the character, printed on the printed matter in the position of the correlating in the~~ two-dimensional movement ~~area correlating with the placed position of the printed matter in the placement detectable area according to the selected character information selected by the selecting unit, and for information, and for~~ controlling the character to perform an action according to a predetermined action pattern when the change detected by the change detecting unit satisfies a predetermined condition; and

~~an image generating unit for generating an image of the game space including the whole correlating area so that the character is displayed regardless of the size of the~~

~~correlating two-dimensional movement~~ area and regardless of where in the placement detectable area a player places the printed matter.

8. (Currently Amended) The ~~game information~~image generating method as claimed in claim 1, wherein

~~the change detecting unit comprises a turn detecting unit for~~detecting the change includes detecting a turn direction and/or an amount of turn by detecting a change per predetermined unit time for the direction obtained from the input system, and

~~the character control unit controls~~controlling the character includes controlling the character to perform the action according to the predetermined action pattern when the turn direction and/or the amount of turn ~~detected by the turn detecting unit~~ satisfy the predetermined condition.

9. (Currently Amended) The ~~game information~~image generating method as claimed in claim 7, wherein

~~the change detecting unit comprises a turn detecting unit for~~detecting the change includes detecting a turn direction and/or an amount of turn by detecting a change per predetermined unit time for the direction obtained from the input system, and

~~the character control unit controls~~controlling the character includes controlling the character to perform the action according to the predetermined action pattern when the turn direction and/or the amount of turn ~~detected by the turn detecting unit~~ satisfies the predetermined condition.

10. (Currently Amended) The ~~game information~~image generating method as claimed in claim 1, wherein

~~the change detecting unit comprises a speed detecting unit for~~detecting the change includes detecting a speed by detecting a change per predetermined unit time for the placed position obtained from the input system, and

~~the character control unit controls~~controlling the character includes controlling
the character to perform the action according to the predetermined action pattern when the
speed ~~detected by the speed detecting unit~~ satisfies the predetermined condition.

11. (Currently Amended) The ~~game information~~image generating method as
claimed in claim 7, wherein

~~the change detecting unit comprises a speed detecting unit for~~detecting the
change includes detecting a speed by detecting a change per predetermined unit time for the
placed position obtained from the input system, and

~~the character control unit controls~~controlling the character includes controlling
the character to perform the action according to the predetermined action pattern when the
speed ~~detected by the speed detecting unit~~ satisfies the predetermined condition.

12. (Currently Amended) The ~~game information~~image generating method as
claimed in claim 1, wherein

~~the change detecting unit comprises a path detecting unit for~~detecting the
change includes detecting a path by detecting a continuous change of the placed position
obtained from the input system, and

~~the character control unit controls~~controlling the character includes controlling
the character to perform the action according to the predetermined action pattern when the
path ~~detected by the path detecting unit~~ satisfies the predetermined condition.

13. (Currently Amended) The ~~game information~~image generating method as
claimed in claim 7, wherein

~~the change detecting unit comprises a path detecting unit for~~detecting the
change includes detecting a path by detecting a continuous change of the placed position
obtained from the input system, and

~~the character control unit controls~~controlling the character includes controlling
the character to perform the action according to the predetermined action pattern when the
path ~~detected by the path detecting unit~~ satisfies the predetermined condition.

14. (Currently Amended) An information storage medium storing ~~the game~~
~~information~~a program for causing an apparatus including a processor to perform the image
generating method as claimed in claim 1, ~~and being~~the storage medium being readable by the
~~apparatus similar to a computer apparatus.~~

15. (Currently Amended) An information storage medium storing ~~the game~~
~~information~~a program for causing an apparatus including a processor to perform the image
generating method as claimed in claim 7, ~~and being~~the storage medium being readable by the
~~apparatus similar to a computer apparatus.~~

16. (Currently Amended) A game apparatus connected to an input system, the
input system comprising:

a tablet using an electromagnetic induction method; and

a formed object incorporating a coil for performing predetermined
communication with the tablet using an electromagnetic induction method when placed on
the tablet, and a memory for storing identification information on the formed object,

so that the apparatus obtains from the input system a placed position and a
direction on the tablet, and identification information on the formed object when the formed
object is placed on the tablet,

the apparatus comprising:

a change detecting unit for detecting a change of the placed position and the
direction obtained from the input system;

a selecting unit for selecting character information corresponding to the
identification information obtained from the input system out of a plurality of character

information, each of which includes image information on a character imitating a figure of the formed object and is associated with the identification information on the formed object;

a correlating area setting unit for setting discretionarily a size of a ~~correlating~~two-dimensional movement area correlating with a placement detectable area on the tablet, and setting a ~~position of the correlating~~the two-dimensional movement area in a game space;

a character control unit for controlling a display position of the character by disposing the character imitating the figure of the formed object in the position ~~of the correlating~~in the two-dimensional movement area correlating with the placed position of the formed object in the placement detectable area according to the character information selected by the selecting unit, and for controlling the character to perform an action according to a predetermined action pattern when the change detected by the change detecting unit satisfies a predetermined condition; and

an image generating unit for generating an image of the game space including the whole correlating area so that the character is displayed regardless of the size of the ~~correlating~~two-dimensional movement area and regardless of where in the placement detectable area a player places the formed object.

17. (Currently Amended) A game apparatus connected to an input system, the input system comprising:

a tablet using an electromagnetic induction method; and

a printed matter, which has a character picture on a printing surface thereof, incorporating a coil for performing predetermined communication using an electromagnetic induction method when placed on the tablet, and a memory for storing identification information on the printed matter,

so that the apparatus obtains from the input system a placed position and a direction on the tablet, and identification information on the printed matter when the printed matter is placed on the tablet,

the apparatus comprising:

a change detecting unit for detecting a change of the placed position and the direction obtained from the input system;

a selecting unit for selecting character information corresponding to the identification information obtained from the input system out of a plurality of character information, each of which includes image information on a character printed on the printed matter and is associated with the identification information on the printed matter;

a correlating area setting unit for setting discretionarily a size of a ~~correlating~~two-dimensional movement area correlating with a placement detectable area on the tablet, and setting a position of the ~~correlating~~two-dimensional movement area in a game space;

a character control unit for controlling a display position of the character by disposing the ~~character~~character printed on the printed matter in the position of the ~~correlating~~in the two-dimensional movement area correlating with the placed position of the printed matter in the placement detectable area according to the character information selected by the selecting unit, and for controlling the character to perform an action according to a predetermined action pattern when the change detected by the change detecting unit satisfies a predetermined condition; and

an image generating unit for generating an image of the game space including the whole correlating area so that the character is displayed regardless of the size of the ~~correlating~~two-dimensional movement area and regardless of where in the placement detectable area a player places the printed matter.